

Grimes Parks & Recreation Department

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3on3 Shootout Rules and Information

****All teams are guaranteed to play at least three games in the tournament. Please be prepared for your game. Take time to warm up, but please start your games as promptly as possible. The 25-minute time limit only keeps the tournament on schedule and should not decide a game. Close games will be played out until the end.

****Each team is responsible for providing one helper to assist at the scorer's table by either keeping score/timer or keeping track of the fouls/possession. These volunteers keep score and report results to the Tournament Director's table.

****The winning team is responsible for taking their winning score sheet to the Tournament Director immediately following their game.

****Awards are distributed immediately following the final game in your division.

Game Rules

****Ball possession at the start of the game is determined by the captain guessing either a "1" or "2" behind the official's back. We then use alternating possession on jump balls.

****The ball must be taken back on each change of possession (defensive rebound, made basket, air ball, stolen ball or turnover). "Taking back" means that both feet of the ball handler are behind the check line. Failure to do so will result in a loss of possession.

****The opposing team must check in the ball (bounce pass) after a made basket or dead-ball situation. Once the ball is "checked" the ball is live, the player can shoot, dribble or pass.

****We ask that all coaches/fans remain on the sidelines during play and not below the baskets where the officials stand.

****2 points per basket and 1 free throw is shot on shooting fouls worth two points. "And 1" (foul on a made basket) free throw is worth 1 point. Games are played to **25** for Grades 5 and Up. Games are played to **20** points for divisions 4th Grade and down. Teams do not have to win by 2 points. Foul shots will be shot at a modified distance for Grades 2 and younger.

****1st-2nd Grade Division play at 8 feet baskets, 3rd plays at 9 feet, 4th Grade & Up play at 10 feet baskets.

****Five fouls are allowed for each player per game. Teams may play with two players, but must forfeit with just one player. Fouls are kept by the scorekeeper.

****Each team is allowed two time-outs per game (1 minute in length). Clock will only stop during time-outs and injuries.

****Profanity, flagrant fouls or any misconduct from fans, players, parents, and/or coaches, will not be tolerated. The Tournament Director will disqualify a team from the tournament for any incidents or violations that may occur.

****A player can only play on one team. Any team that does not follow this rule, will be disqualified immediately.

****Substitution is only allowed during a checked ball or time-out.

Determining the Winner/Tie Breaker

**** The team with the best win/loss record advances in tournament play if two pools are present in a division. The team with the best win/loss record wins the tournament if only one pool exists in a division. If teams have the same win/loss record in the same division after pool play has been completed the following tiebreakers will be used.

1. Head to head competition.
2. Least amount of points given up in the tournament.
3. *If needed- 3 players from each team will shoot a free throw and the most made wins.
4. Tournament Director decides champion.